

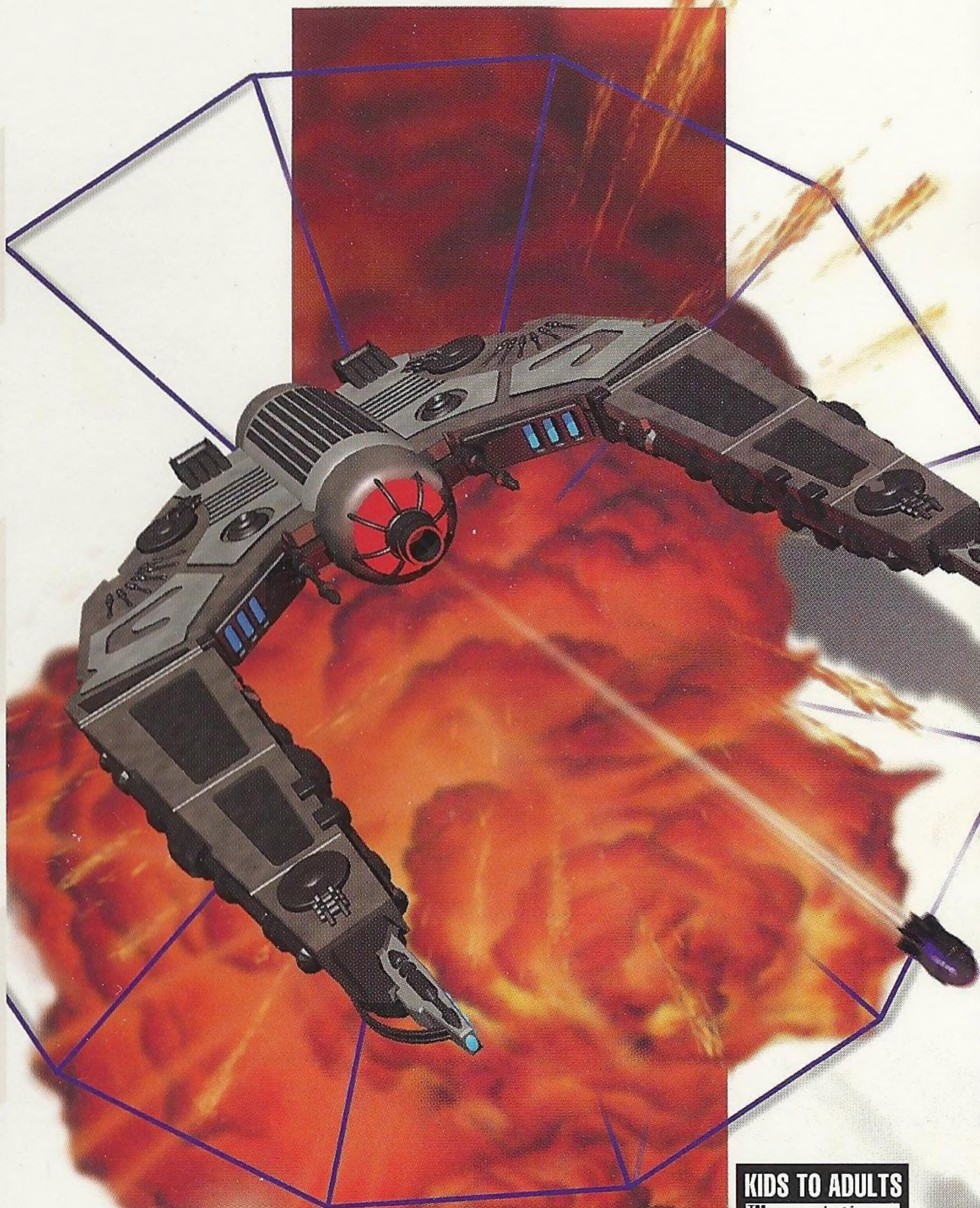
SEGA™

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TEENFEET™

SEGA SATURN™



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T-12516H

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.



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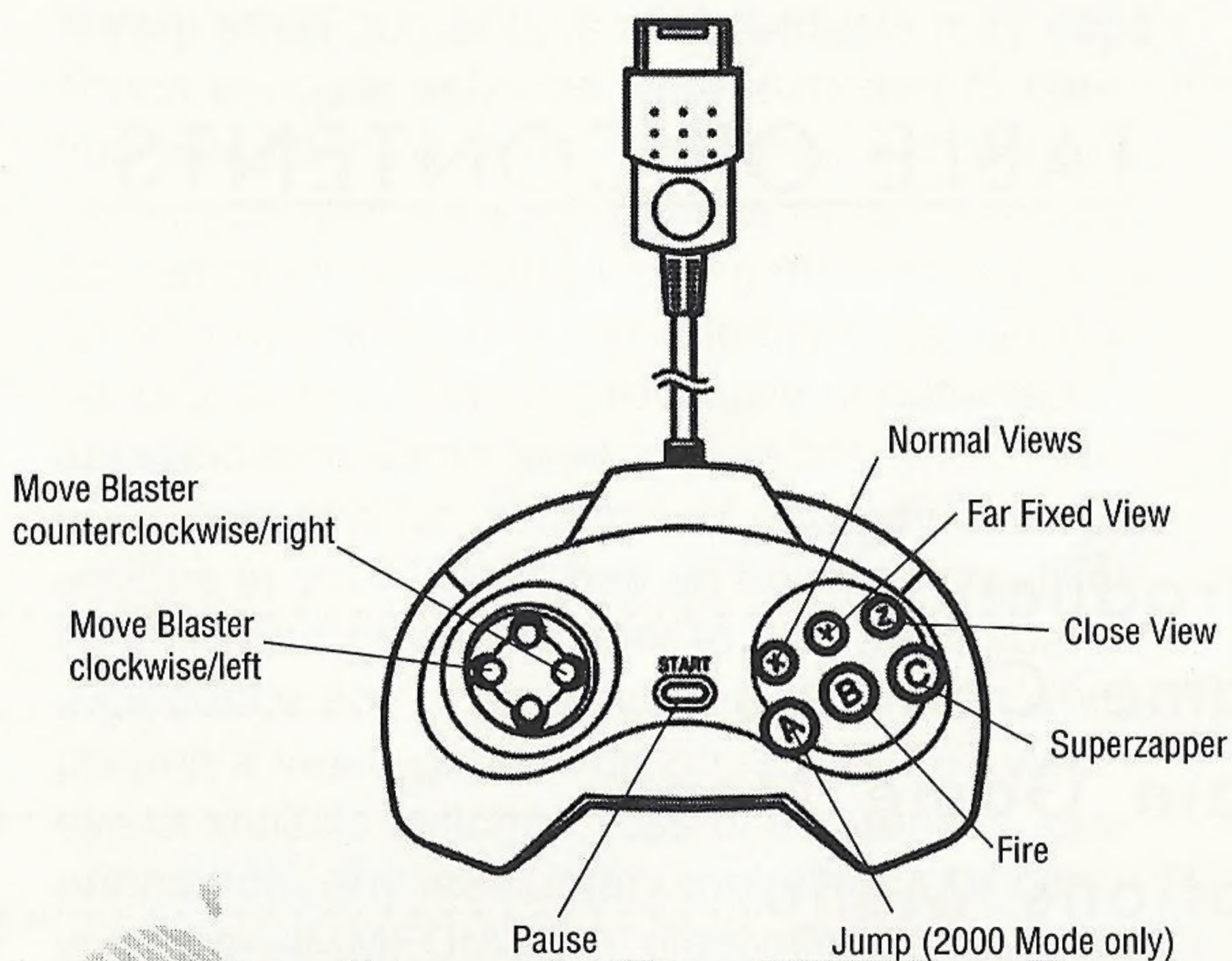
ESRB DISCLAIMER: this product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TABLE OF CONTENTS

Introduction.....	3
Game Controls.....	4
Main Game Menu.....	4
Options Menu.....	5
Game Play.....	8
Enemies.....	9
Scoring.....	11
Weapon Power-ups.....	12
Credits.....	13

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



Important Information

The Sega Saturn™ disc is intended for use exclusively with the Sega Saturn™ system.

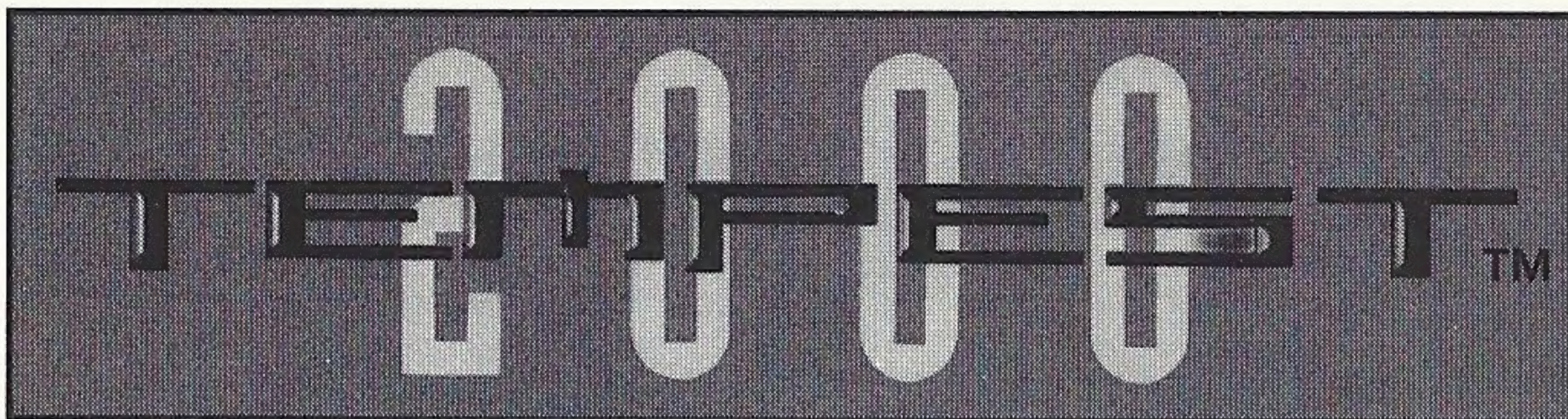
Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.





INTRODUCTION

Welcome to the blast from the past! Flippers, Spikes, Tankers and the rest all are back for a reunion that brings the rare art of addicting gameplay back to your own system at home.

The original Tempest was made way back in 1981. For all of you that remember, this game set a benchmark that in some peoples, minds still hasn't been surpassed. We have taken all that was – the gameplay, the simplicity, the FUN – and given it a new home.

Introducing Tempest 2000. It is all that it was, plus an added injection of gaming steroids! New features include new enemies, a graphics boost, an intense soundtrack... Need we say more? Of course we do! How about the original Arcade Tempest, an extremely addicting 2-player VS mode, and enough power-ups to worry the government!

What? Are you still reading this? Go play the game!!!

GETTING STARTED

1. Place your Sega Saturn Tempest 2000 CD into your Sega Saturn System.
2. Press the Power button.
3. Press "Start" to discontinue the title screens.

GAME CONTROLS

A: Jump (2000 Mode Only)
B: Fire
C: SuperZapper

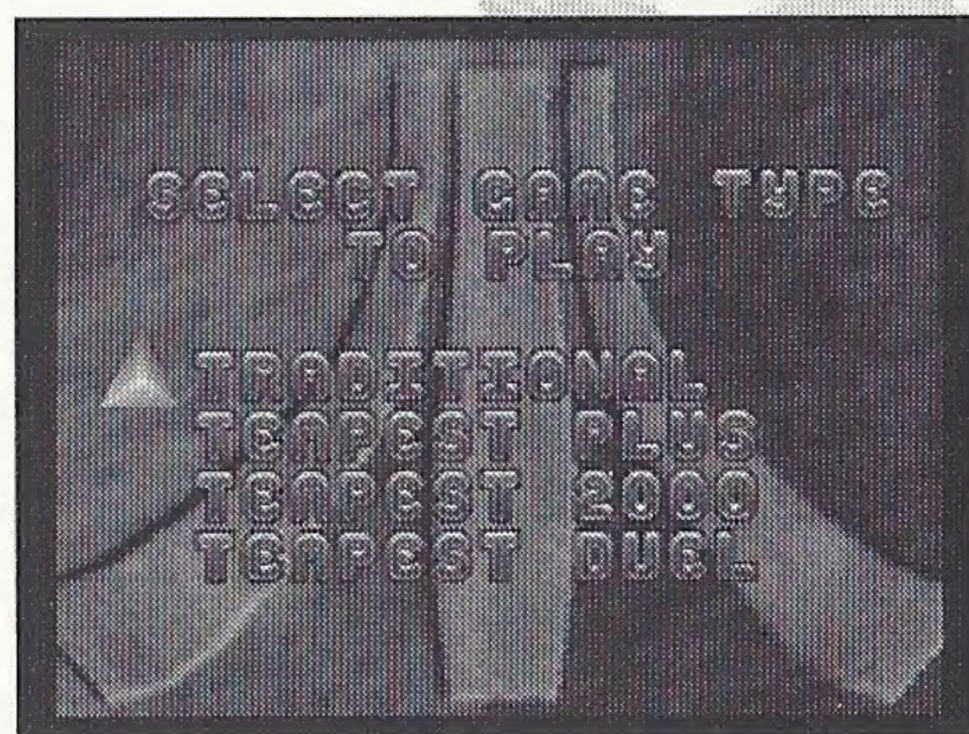
JOYPAD LEFT: Move Blaster clockwise/left

JOYPAD RIGHT: Move Blaster counterclockwise/right

X: Normal View
Y: Far Fixed View
Z: Close View

START: Pause

MAIN GAME MENU



START&A/B/C: Bypasses title screens to reach Main Menu

JOYPAD: Moves selection cursor

UP/DOWN

JOYPAD

LEFT/RIGHT

B: Selects

OPTIONS MENU



JOYPAD

UP/DOWN: Moves selection cursor up or down

B: Selects

JOYPAD

LEFT/RIGHT: Increases and decreases sound/music volume

TRADITIONAL TEMPEST

Board your Blaster and light up the webs in the original arcade classic. Traditional Tempest is the training ground for all other Tempest games. Here you can learn to move on the web, and target your enemies. Plan your moves carefully, as constant spinning and shooting will only work for you in the early levels. Concentrate on precise Blaster control and try to destroy the most dangerous enemies first, namely the Tankers and Pulsars. And don't forget to use your SuperZapper. The first webs are easy. They let you get used to the action. You can even stay in one place while firing constantly. Use these webs to learn, because soon you'll need to move and fire with split-second timing to survive. Good luck, rookie!

TEMPEST PLUS

Tempest Plus is a combination of Traditional Tempest and Tempest 2000 with three all-new play modes: Take on the aliens alone, with the aid of an A.I. Droid, or share your lives with a friend as a team. This is a good place to start if you are new to Tempest — the A.I. Droid is the ultimate training partner. And as in Traditional Tempest, precise Blaster control and aim are crucial for survival — you've got more schizo Tankers to contend with...and Fuseballs, and Flippers, and Spikers and Spikes.

TEMPEST 2000

Warp into the 21st century in this total remake of the coin-op classic! Tempest 2000 thrusts you into an intergalactic battlezone with Demon Heads, Mirrors and Mutant Flippers, bonus warp worlds, A.I. Droids, Zappo 2000 points, even a special Jump that lets you blast off the web to defend against dastardly UFOs. Hint: Your best weapon against savage Demon Heads is a Particle Laser...and a lightning-fast trigger finger, of course.

TEMPEST DUEL

Go up against the meanest alien of all...your buddy! In Tempest Duel, your Blaster is equipped with a Mirror that lets you deflect your opponent's shots right back at him. (Unfortunately, your opponent's got a Mirror also.) When you fire a shot, your mirror temporarily disappears, so you'll need to develop a shoot-and-spin strategy if you are to become "King of the Web." There are also several objects — a Purple Generator and Cube — that you can use to disrupt your opponent's strategy. But beware! You are always fair game to the savage Flippers. Hint: Move into the corridors that contain Flippers. This way you can draw your opponent into shooting enemy Flippers for you. May the best Blaster win!

BEASTLY MODE

If you have the skill, reflexes, and raw talent of the Tempest Dudes, then you might be able to play Tempest 2000, the "Beastly Mode." Beastly Mode is an option you receive after all 100 levels of Tempest 2000 have been completed. In Beastly Mode your shots come in much smaller bursts and travel much slower. The enemies here, however are more intelligent, shoot faster...and more often. The reward is greater points!

WARP BONUS ROUND

The Warp Bonus Round is a relaxing interlude to enjoy, and rack up some serious points in Tempest 2000. If you collect three Warp Power-ups (you'll know when you get them because you will receive the message "Two more to Warp" when you first get one), the Warp Power-up will also act as an instant SuperZapper, killing everything on screen. If you make it past the warp you will not only earn the 20,000 point bonus, but you will warp five levels ahead. There are three different warp types, each more mind-blowing than the next. Go ahead, get warped!

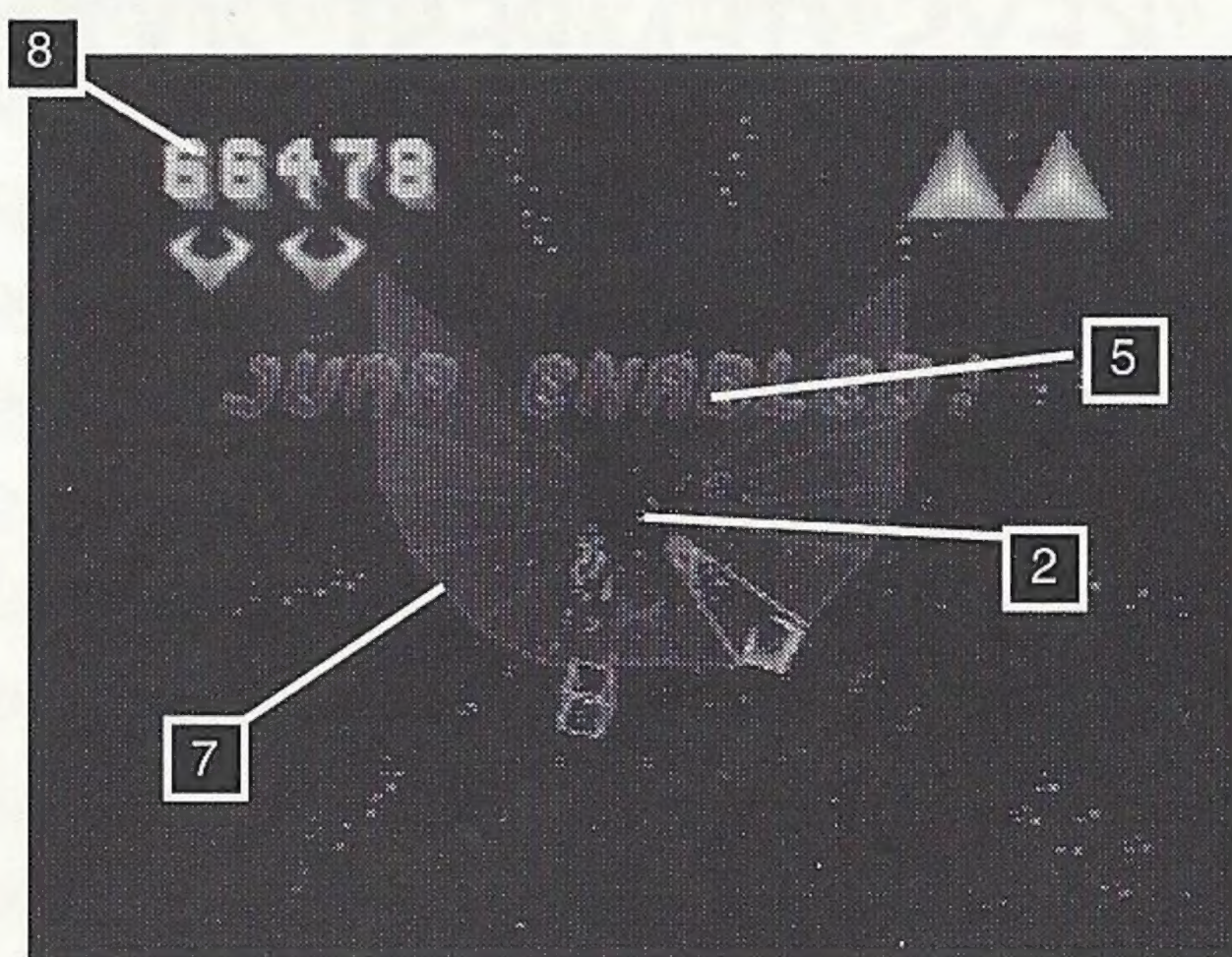
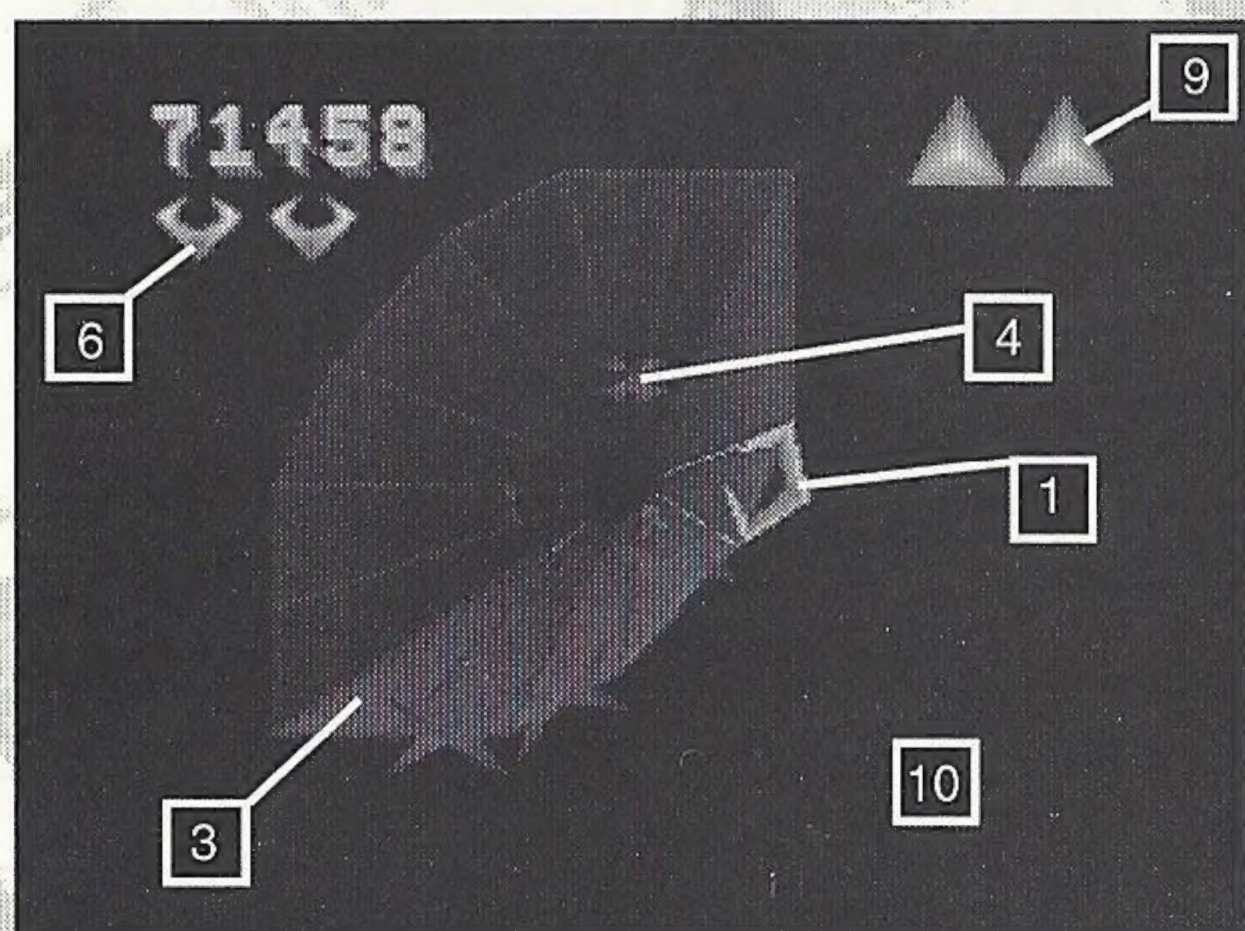
SAVE FEATURE AND USING THE "KEYS"(TEMPEST 2000 MODE ONLY)

When you reach the 17th level of Tempest 2000 mode, you will receive a "key." These can be accessed later to start your game where you left off. The Saturn will internally store the information from your game on every completed odd level after 17. (For example, if you complete Level 21, the "key" which you receive will begin your game on Level 21. If you had reached Level 20, then the "key" would start you on Level 19.) If you achieve a high score and pass Level 17, you will be asked to enter a three-letter set of initials or code. This serves two purposes: the initials identify you on the high score chart, but more importantly the initials serve as a "key" for starting

saved games. If you did not achieve a high score and passed Level 17, you will be asked to enter a three-letter set of initials or code. This again refers to the save "key."

Utilizing the "keys"(when available) is accomplished by starting a game in Tempest 2000 (mode). When this mode is selected, a screen will ask you to decide if you would like to "Use a key" or "Just Start." If "Use a key" is selected, a menu will appear with all of the available "keys" to choose from. Simply place the cursor on the "key" of your choice and press "Start" or "B."

GAME PLAY



(1) **Blaster:** This is your ship.

(2) **Core:** Enemy ships emerge from here.

(3) **Corridor:** These are grooves in the web from which the enemy makes its attack.

(4) **Enemy:** Your enemies ascend toward you, from the core to the rim. Some fire missiles, others can destroy you by capturing you and dragging you down into the core.

(5) **Power Ups:** Collect Power Ups to upgrade your arsenal and jump from the rim.

(6) **Reserve Blasters:** You begin the game with one Blaster and three Reserve Blasters. Reserve Blasters are used when the active Blaster is destroyed. Bonus Reserve Blasters are credited every 20,000 points.

(7) **Rim:** This is where you launch all your attacks from.

(8) **Score:** This displays your current score.

(9) **Warp Bonus Icons:** Collect three Warp Bonuses and you will enter a special bonus stage.

(10) **Web:** This is the field of battle.

ENEMIES

Flippers: Flippers are bow-tie shaped aliens that arise from the core and move toward the rim. Flippers can move from one corridor to the next by flipping over a corridor boundary, firing missiles along the way. Should they reach the rim, Flippers will flip towards you and can capture your Blaster by making contact with it.

Spikers: Spikers produce Blaster-crushing Spikes that whirl in from the core along the center of a corridor. The Spiker builds a Spike to a random height, then rides the Spike back down to the core and continues the process in another corridor, launching missiles along the way.

Spikes: Spikes are razor-sharp lines along the middle axis of the corridors that can destroy your Blaster when you warp from the rim through the hole. Destroying a Spike takes several shots as you must break it down piece by piece.

Fuseballs: Fuseballs are five multi-colored, multi-segmented lines joined at their ends to produce a Medusa-like wriggling form. Fuseballs are not constrained by the corridor side boundaries but move outward or inward when in the corridor. Fuseballs are constrained by the rim but will descend off the rim back through the hole when along a corridor boundary. Fuseballs can be destroyed by a shot or SuperZapper, but cannot be shot when riding a corridor boundary. If a Fuseball touches your Blaster, you're history.

Pulsars: Pulsars are expanding and contracting lightning bolt-like forms that transform from a straight line into a zig-zag. Pulsars move from the core toward the rim and can move between corridors by flipping in a manner similar to Flippers. Beware! A Pulsar is as harmless as a flat line. But when a Pulsar pulses like a switch that closes an electrical circuit, it will electrify the entire corridor. When this happens the corridor will flash as a warning. If you are on the corridor, you will fry.

Tankers: Tankers are diamond-shaped objects that move from the core toward the rim and are constrained to a single corridor. Tankers contain other objects, Flippers, Fuseballs, or Pulsars, depending on the level such as; the type of object can be determined by the appearance of the Tanker. When a Tanker is hit by fire from your Blaster or approaches the rim of the hole, the contents of the Tanker are released. No points are scored for the destruction of the Tanker if it self-destructs upon reaching the rim.

Mutant Flippers (Tempest 2000 only): Mutant Flippers are more hostile than Flippers and attack at a much faster speed.

Mirrors (Tempest 2000 only): Mirrors are just that – they reflect your fire back in your face. Mirrors climb up the web and stop in front of you – blocking on-coming enemies. The best way to destroy a Mirror is to fire and dodge, as Mirrors are defenseless when launching lasers. In Tempest Duel, you are armed with Mirrors.

Demon Heads (Tempest 2000 only): Demon Heads are very aggressive and extremely deadly. Beware! When hit, a Demon Head's horns will fly off and head straight for your Blaster.

UFOs (Tempest 2000 only): Perhaps the most elusive of all enemies, UFOs fly above the web and fire lightning bolts at your Blaster. The only way to destroy a UFO is to jump over him and blow him back into the stratosphere.

SCORING

You can score in two ways: by destroying alien objects, and by collecting bonus points for starting and completing a higher level. Points for destroying enemies are awarded as follows:

Flippers:	150 pts.
Spikers:	50 pts.
Spikes:	3 pts/hit
Fuseballs:	250, 500, 750 pts.
Pulsars:	200 pts.
Tankers:	100 pts.
Flipper Tankers:	100 pts.
Fuseball Tankers:	100 pts.
Pulsar Tankers:	100 pts.
Mutant Flippers:	150 pts.
Mirrors:	250, 500, 750 pts.
Demon Heads:	150 pts.
UFOs:	250, 500, 750 pts.

WEAPON POWER-UPS

(Tempest 2000 only)

You will find a host of different weapons scattered throughout each level. They fly from enemies you destroy. To collect a Weapon Power-up, simply move into it. The following is a list of the different items you can collect.

- Particle Laser:** More powerful than standard shots.
- Zappo 2000:** 2,000 points.
- A.I. Droid:** Gives you an A.I. Droid to help you defend the web.
- Jump Enabled:** Gives you the ability to jump. You can steer and shoot while jumping.
- SuperZapper:** Destroys everything on-screen. Second shot will destroy only one of your enemies. You get one SuperZapper per web.
- Warp Bonus Token (Excellent):** Counts toward a bonus level and supplies you with a free instant SuperZapper.
- Out Of Here:** Ends web and gives you an extra 5,000 points.

CREDITS

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Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

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Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Genie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

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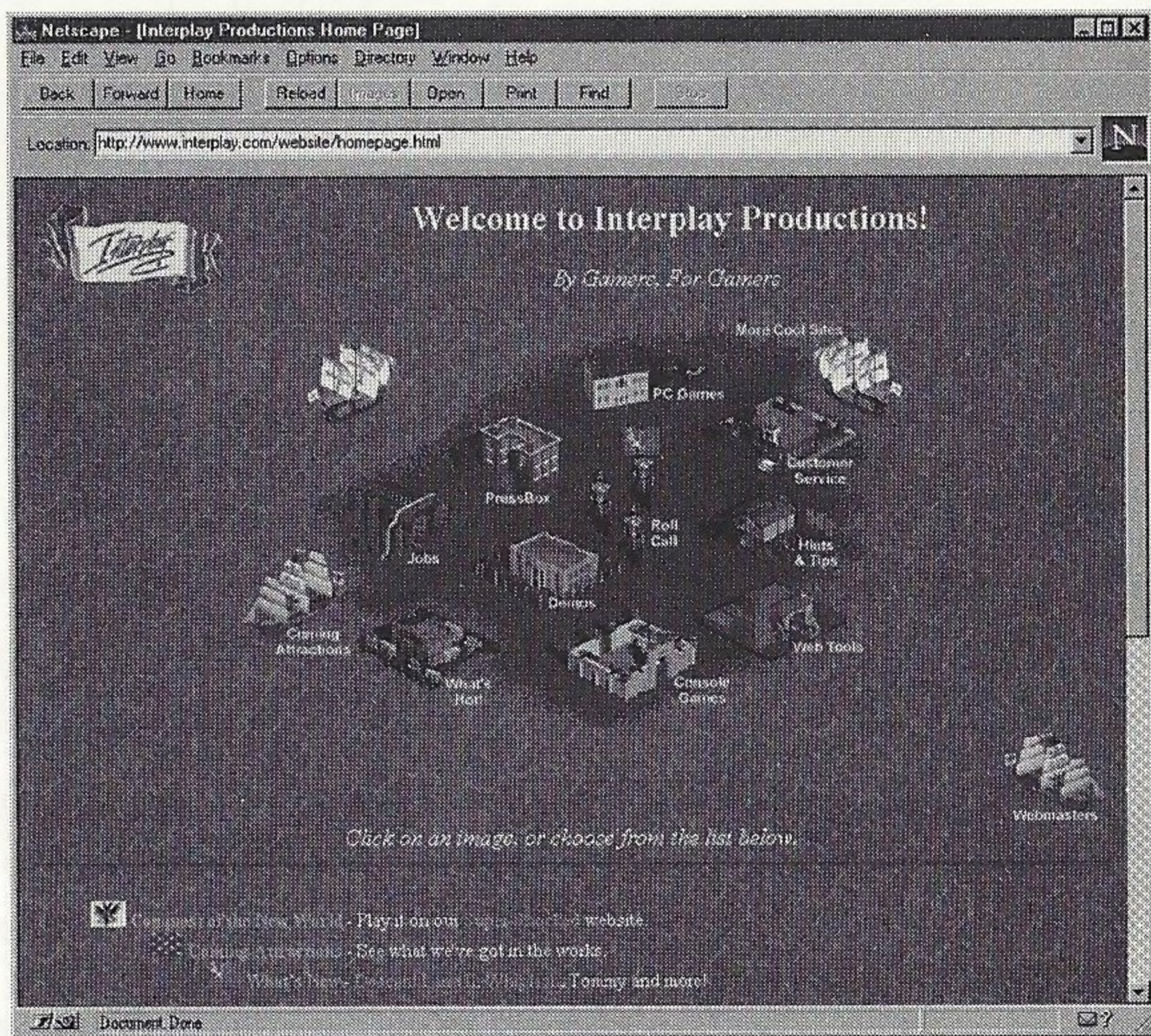
Brian Fargo

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The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to: **<http://www.interplay.com>**





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